Room Commander User Manual v1.0

Information in this document is subject to change without notice.
All rights reserved.

Contents

About The Room Commander 4
1. Installation 5
Mobile Room Commander 5
Requirements 5
Instructions 5
Starting 6
Desktop Room Commander 6
Requirements 6
Instructions 6
Starting 6
Initial Configuration of Room Names 7
Instructions 7
2. Operation 8
Main Screen Layout 8
Selecting a Room 9
Choosing Audio Browse Type 9
Choosing a Song Grouping 9
Playing Audio 10
Auto-DJ Mode 11
Dynamic Play-lists (Song Queue) 12
Adding Songs to the Queue 12
Removing Songs from the Queue 13
3. Options Menu 14
Track Info Screen 15
Changing Track Information 15
Wake Timer 16
Setting up of preset alarms 16
Activating an Alarm 17
De-activating an alarm 17
Settings… Screen 18
Rooms Tab Page 18
Commons Tab Page 18
Commands Tab Page 19

This manual Copyright ©Digital Future Solutions 2004.

All Rights Reserved. Reproduction, adaption or translation without the prior written permission is prohibited, except as allowed under the copyright laws. No part of this manual may be photocopied, reproduced, or translated to another language without the prior written consent of Digital Future Solutions.

Warranty

The information contained in this document is subject to change without notice.

Digital Future Solutions shall not be liable for any errors or for direct, indirect, incidental, consequential or other damage alleged in connection with the furnishing, performance or use of this manual.

IMPORTANT

The recording and collection of personal data on individuals may require registration under the Data Protection Act.

About The Room Commander

The Room Commander software is your 'remote control' for the iDyl™ and Imp™ Multiroom Audio Servers. It allows you to play music in every room of the house, select albums or genres, and control every aspect of your server.

Since the Room Commander controls both the iDyl and the Imp servers, we will refer to these devices collectively as the **Audio Server**.

Room Commander software is available in 2 versions:

- Mobile Room Commander – designed for any WiFi enabled mobile/hand-held PDA running the Pocket PC 2003 operating system.

- Desktop Room Commander – designed for any desktop computer running WinXP™ / Win2000.

1. Installation

Mobile Room Commander

Requirements

- PDA running Pocket PC 2003
- 802.11(b) compatible WiFi
- 6MB of available storage space
- ActiveSync 3.7.1 (on computer attached to PDA cradle)

Instructions

1. Place the PDA on its' cradle and establish link with desktop computer prior to proceeding.
2. Insert Room Commander Software CD into the CD-ROM drive of the desktop computer, and then follow the instructions on the screen.

> If setup does not begin automatically, follow these steps:
> - Click **Start**, then **Control Panel**.
> - Double-click **Add or Remove Programs**
> - In the Add or Remove Programs dialog box, select **Add New Programs**, click the **CD or Floppy** button, then follow the instructions on the screen.

3. For installing of PDA Room Commander, there are a couple of additional steps required:

To have **Room Commander** appear as an option on the Start menu application list:

- Click **Start**, then **Settings**, then **Menus**.
- Scroll down until you see '**Room Commander'**. Select this to have it appear on your Start menu application list.
- Click **OK** to close this screen.

To map your **Room Commander** to one of the hardware buttons on the front of your PDA:

- Click **Start**, then **Settings**, then **Buttons**.
- Select the button whose function you would like to assign to opening the Room Commander.
- Select the **Button assignment** combo box, and click on **Room Commander**.
- The Room Commander software will now open every time you push this button.
- Click **OK** to close all setting screens.

Starting

- Ensure the **Audio Server** is running, and the **Wireless Access Point** is operational.
- Click **Start**, then **Room Commander.**
- Whenever you run the **Room Commander** for the first time, or after a soft reset, it will take a couple of minutes to appear. This is due to initial handshaking and processing of the available song library on the **Audio Server**. This delay will only be apparent the first time you run it. From then on, closing and opening the **Room Commander** will be instantaneous.

Desktop Room Commander

Requirements

- Win XP™ / Win 2000™ operating system
- 128MB of main memory
- 128MB of available storage space

Instructions

1. Insert Room Commander Software CD into the CD-ROM drive, and then follow the instructions on the screen.

If setup does not begin automatically, follow these steps:

- Click **Start**, then **Control Panel**.
- Double-click **Add or Remove Programs**
- In the Add or Remove Programs dialog box, select **Add New Programs**, click the **CD or Floppy** button, then follow the instructions on the screen.

Starting

- Click **Start**, then **Programs**, then **Room Commander**, then **Room Commander.**
  (A shortcut will also have been placed on your desktop for convenience)

Initial Configuration of Room Names

When run for the first time, your **Room Commander** (both PDA and desktop versions) needs to have its list of available rooms adjusted to the installation of your **Audio Server**.

In the image to the right, you can see how the room names are defaulted.

You will want to input names of the actual rooms being supplied to by the **Audio Server**. Also, there may 8, 12 or 16 rooms being supplied by the **Audio Server**, requiring the addition of more rooms to the available list.

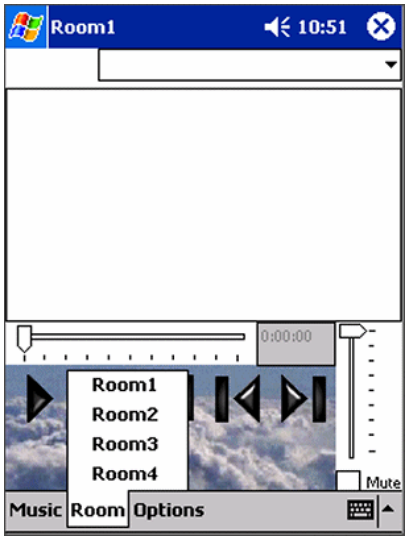

Fig. 1 – Room Commander before room name configuration

Instructions

- Within the **Room Commander** screen, click **Options**, then **Settings…**

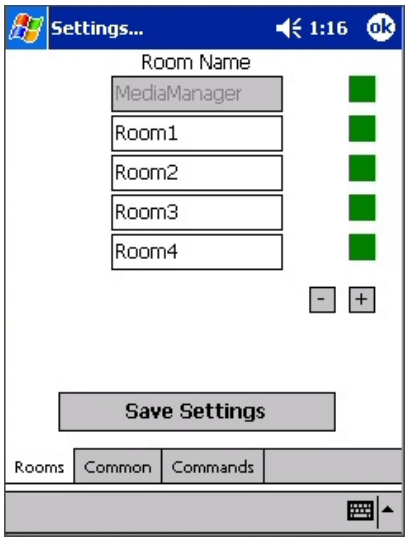

Fig. 2 - Initial Room Settings screen

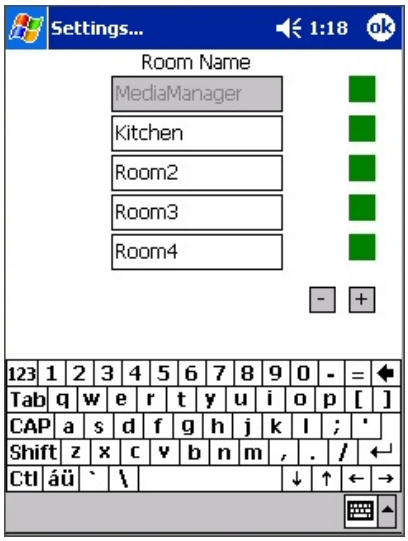

Fig. 3 – Inputting room names via on-screen keyboard

- Each box shows **defaulted room names**. Select a room, then click the **keyboard icon** at the bottom of the screen to bring up the keyboard, and enter the actual room name.
- Repeat for each room. If the **Audio Server** is supplying 8 or more rooms, click the '**+**' button to add another room to the list, and repeat the above steps.
- When finished, click the Keyboard icon again to hide it, and select '**Save Settings'**. Then follow the on-screen instructions.

2. Operation

Main Screen Layout

Currently selected room

Currently selected browsing method. Changed via the '**Music**' menu option at bottom of screen.

Group-type Selections. A drop-down box containing all options within the current grouping type (album/artist/genre).

Song Position Adjust. Slide this to move backwards and forwards within the current song.

Song Listings Grid.

Contains all songs within the current grouping method, in this case, the **album** 'After The Goldrush'.

Options Menu. See page 14 for further details.

Volume control and **Mute** button.

Music Select Menu. Choose how you are accessing your library, via:

- Albums
- Artists
- Genres
- Auto-DJ
- Playlist

Play Controls (**Play**, **Pause**, **Stop**, **Previous Song**, **Next Song**).

Room Select Menu, allowing you to change rooms as you move around your home. Updates the '**Currently Selected Room'** at the top of the screen.

Fig. 4 – Main Screen Layout

Selecting a Room

When using the Room Commander, the first thing you will want to do is to select the room that you wish to control.

The current room is shown at the top of the screen. If you wish to change rooms:

- Click **Room**, then the desired room.
- The display will then update with the current status of the chosen room.

Once you have chosen a room, you do not need to repeat this procedure until you need to change room again.

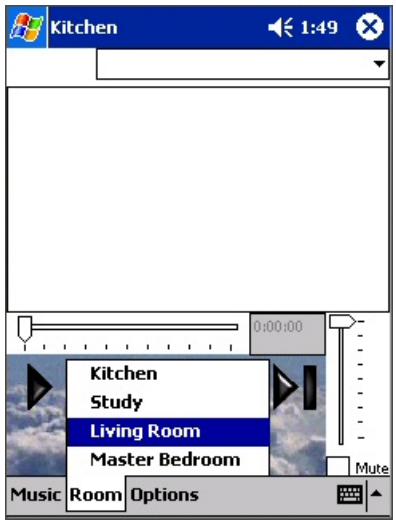

Fig. 5 – Selecting a room

Choosing Audio Browse Type

Next you will want to choose how you browse through your audio library. As you can see, the options available are:

- Album
- Artist
- Genre
- Auto-DJ (see 'Auto-DJ Mode', page 11)

When you choose an option, the **Group-type Selections** combo box will update with all possible selections.

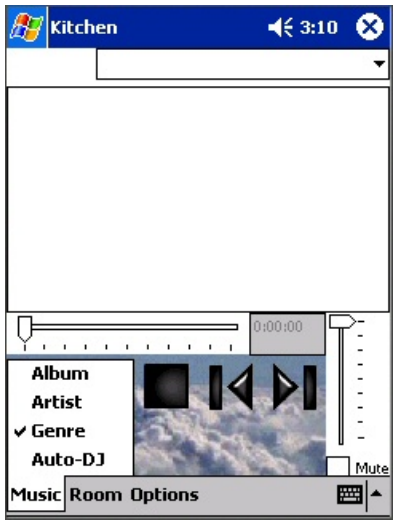

Fig. 6 – Choosing Browse Type

Choosing a Song Grouping

Once you have chosen how you browse your library (either by album, artist or genre), you must choose an entry in the drop-down combo box.

Use the scrollbar on the right to scroll through all possible choices, clicking on the desired selection.

Fig. 7 – Selecting a song Grouping

Playing Audio

Once you have chosen the audio to play, we can now play the music.

- Select the song you wish to play.
- Click the **Play** Button.
  (When using the Desktop Room Commander, you can simply double-click the song you wish to play).

NB: If you do not select a song before clicking Play, the iDyl will play from the first song in the list.

Fig. 8 – Playing a song

When the song finishes, the Audio Server will play the next song in the list (depending on the current **Play Mode** selection; see '**Play Mode**', page 14).

Auto-DJ Mode

The **Auto-DJ** Mode turns your **Audio Server** into your very own radio station! This mode plays songs at random from the entirety of your audio library. With the capacity to hold over 16000 songs, it may be months before you hear the same song twice.

To initiate Auto-DJ Mode, click the '**Music'** menu option at the bottom of the screen, then **Auto-DJ**.

The screen consists of only 3 rows, representing the following elements:

- Row 1: **Previous** song (when first activated, this is blank).
- Row 2: **Current** Song.
- Row 3: **Next** Song.

The Audio Server™ will start to play the current song (in this case, 'Coming Around'.

Fig. 9 – After activating Auto-DJ mode.

As songs end, or you click the **Next Song** button:

- What was the **Current** song now becomes the **Previous** song.
- What was the **Next** song now becomes the **Current** song.
- A random song will appear in the **Next** song row.

When you click the **Previous Song** button:

- What was the **Previous** song is now the **Current** song.
- What was the **Current** song is now the **Next** song.
- The Previous song row will become blank.

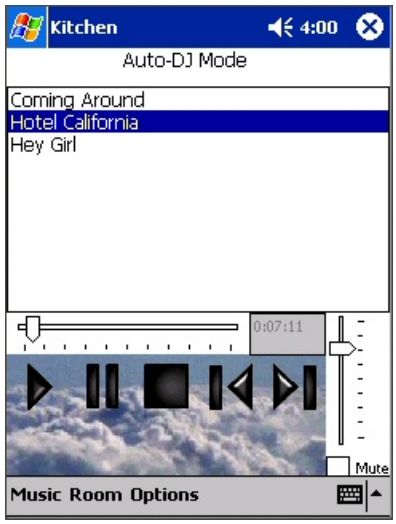

Fig. 10 – After 'Coming Around' has finished.

Dynamic Playlists

Even with the ability to browse your audio library via album, artist, or genre, sometimes you want to be able to generate and play a list of songs of your own choosing.

The Audio Server provides the ability to generate and play such a user-generated song list.

Each room has its own 'queue of songs', to which you can add or remove songs. This queue can then be played like any other selection of audio.

Adding Songs to the Queue

Let's take the example that you want to listen to the following songs in order:

- 'Birds', from the album 'After The Goldrush'.
- 'Discotheque', which we know is a U2 song.
- 'Coming Back To Life', which we know is a 'Prog Rock' song.

1. First, select **Music**, then **Album**, then select 'After The Goldrush' from the **group-type selections** drop-down box.
2. Highlight the song 'Birds'.
3. Now click **Options**, then **Current Selection**, then **Add To Queue**.

'Birds' is now added to our play-list; next, we want to add the U2 song, 'Discotheque.

4. Select **Music**, then **Artist**, then 'U2' from the **group-type selections** drop-down box.
5. Find and highlight 'Discotheque'.
6. Again, click **Options**, then **Current Selection**, then **Add To Queue**.

Now there are 2 songs in the queue for the current room. We repeat the above steps for the 3rd song.

Fig. 11 – Adding a song to the Queue.

Browsing the Queue

Once we have added our desired tracks, how do we see (and play) what is in our play-list?

You can play queued music regardless of whether you are browsing your library by album, artist or genre.

Click **Music**, then **Playlist** (see Fig. 12).

Select this, and it will display all songs currently within the queue (see Fig. 13).

This ‘queue’ of songs can now be played as you would any other selection of audio.

Notes:

The queued songs will persist until either they are manually removed, or the Audio Server is reset.

Fig. 12 – Selecting the playlist for the current room.

Removing Songs from the Queue

While browsing a playlist:

- Highlight the song to remove
- Click **Options**, then **Current Selection**, then **Remove From Queue**.

  Note: This does **not** permanently delete the song from the Audio Server!

The **Remove From Queue** menu option is only available while **Playlist** is selected.

Fig. 13 – Browsing the playlist for the current room.

3. Options Menu

Clicking **Options** at the bottom of the Room Commander screen brings up the following list of available choices:

- **Play Mode** - Changes the way the Audio Server plays through the current selection:
  - **Once** – All songs are played sequentially once.
  - **Random** – The Audio Server randomizes songs within the current selection, playing endlessly.
  - **Repeat** – All songs are played sequentially. When the last song in the list is finished, the Audio Server™ begins again at the top.

- **Current Selection** – The following options are available for the currently highlighted song:
  - **Delete** – Permanently deletes the song from the Audio Server.
  - **Track Info** – Shows extended information about the song. See 'Track Info Screen', page 15.
  - **Add To Queue** – Adds the song to the dynamic play-list. See page 12.
  - **Remove From Queue** – Removes the current song from the dynamic play-list. See page 12.

Fig. 14 – Options Menu

- **Settings...** - Displays a settings screen that allows you to check on the status of the Audio Server, or perform administration tasks. Please refer to 'Settings...', page 18.

- **Night-Time Vol. Control** – When activated, the volume slider reduces the maximum possible volume, and allows you much finer control over low volumes. Useful when trying to get the perfect ambient volume. Try it and see.

- **Sleep Timer –** When activated, the Audio Server™ will stop audio playback after the set period:
  - 5 Minutes
  - 15 Minutes
  - 30 Minutes
  - 1 Hour

- **Wake Timers –** Allows you to set a wake-alarm for the current room, from 3 adjustable pre-sets for easy operation. Refer to 'Wake Timer', page 16.

For both Sleep and Wake Timers, a small tick beside the relevant entry will indicate that the alarm is active.

- **About –** Version information regarding the Room Commander

Track Info Screen

To see extended information about a song:

- Select the song in the main **Song Listings Grid**.
- On the menu bar, click **Options**, then **Current Selection**, then **Track Info**.

Figure 15 - Track Info Screen

This can be useful for seeing where the album is sorted when browsing by a different audio type (album, artist or genre).

Changing Track Information

It is possible to change this information from the Room Commander if you so wish.

To do this:

- Select the field you wish to change.
- Change the text as necessary.
- Click **Update**. (PDA Room Commander users will have to hide the on-screen keyboard to push this button).

Clicking Update will send an update request to the Audio Server. If the update is successful, the Audio Server will inform all Room Commanders of the updated information.

Wake Timer

Each room has its own, independent alarm clock (**Wake Timer**).

You can configure up to 3 preset times which you can then use to set an alarm, with just 2 clicks of your mouse (or stylus or finger!).

Setting up of preset alarms

First, we want to configure the available preset alarms for the room.

- On the main Room Commander screen, click **Options**, then **Wake Timers**, then **Edit Alarms**...
- The 'Edit On Alarms' screen should appear (Fig. 16). You can see 3 configurable text boxes. They are defaulted initially to the time that the Audio Server was turned on.
- You can also see a volume slider on the right hand side of the screen. This sets the volume for the music when the alarm is triggered.

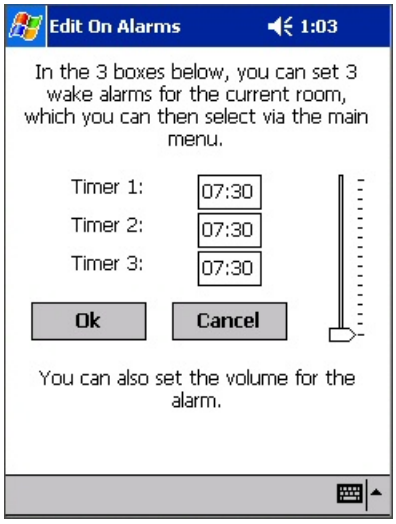
Edit On Alarms
1:03
In the 3 boxes below, you can set 3 wake alarms for the current room, which you can then select via the main menu.
Timer 1:
07:30
Timer 2:
07:30
Timer 3:
07:30
Ok
Cancel
You can also set the volume for the alarm.

Fig. 16 – Prior to configuration of alarm presets.

> When an alarm triggers, music (that was playing before last turning off) will start playing very softly, building up gradually to the volume you set here. This is a nice gentle alarm, ideal for waking up to, without having music blaring in your ears the second the alarm triggers.

- Let's set the 2 of the 3 timers, and the volume control.

> Alarms should be set using 24-hour clock notation.

- Once this is done, you can click OK, closing this screen.

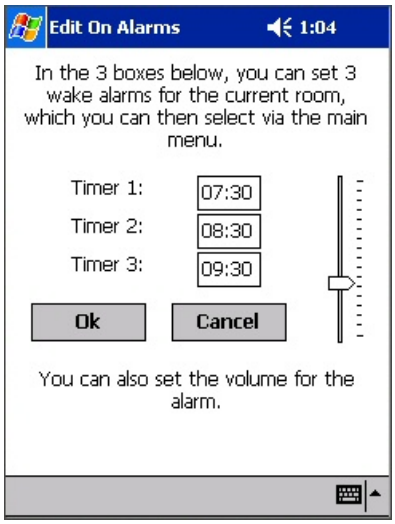
Edit On Alarms
1:04
In the 3 boxes below, you can set 3 wake alarms for the current room, which you can then select via the main menu.
Timer 1:
07:30
Timer 2:
08:30
Timer 3:
09:30
Ok
Cancel
You can also set the volume for the alarm.

Fig. 17 – We have now set the preset timers.
Click **OK** to proceed.

Activating an Alarm

- When an alarm is activated, and triggers, the Audio Server starts to play the song listing currently selected. Thus, the first thing you do before activating an alarm, is selecting the music you wish to play when the alarm triggers.

- Following this, on the main **Room Commander** screen, click **Options**, then **Wake Timers**.

- You should see that the 3 available preset timers are set to the times we previously configured (Fig. 18).

- To set an alarm, simply click one of the 3 presets.

Fig. 18 – Activating an alarm.

The Room Commander will then send a message to the Audio Server to set the alarm.

You can check that the alarm was set by clicking **Wake Timers** again.

There should be a tick beside the alarm that you set (Fig. 19). This tick will only appear if the Audio Server activated the alarm for that time.

> When setting an alarm, if the current time is *later* than the alarm time, the alarm will be set for tomorrow.

Fig. 19 – Checking that the alarm was set correctly (shown by the tick).

De-activating an alarm

- If you wish to turn off the alarm, simply click the currently activated alarm. The tick should disappear, indicating success.

Settings… Screen

The Settings… Screen is divided into 3 'tabbed' pages. They provide 3 main purposes:

- To see the current status of each audio zone. Traffic Lights indicate whether there is a problem (green for OK, red for 'no response').
- To check on advanced configuration of your Room Commander.
- To provide commands to reset the Audio Server if the system becomes unresponsive to user input or control.

Rooms Tab Page

This screen shows the current status of the Audio Server and its rooms it supplies.

The traffic lights at the right are updated periodically. If there is a problem with the Audio Server, or the network between the Audio Server and Room Commander, these lights may turn red.

> The Audio Server is designed to recover if a problem occurs. The Audio Server may take a few minutes to detect a problem, and perform recovery steps. If the problem persists, it may be necessary to restart the Audio Server.

From this page, you can also add rooms to the Room Commander (if the Audio Server is compatible). See page 7 for more details.

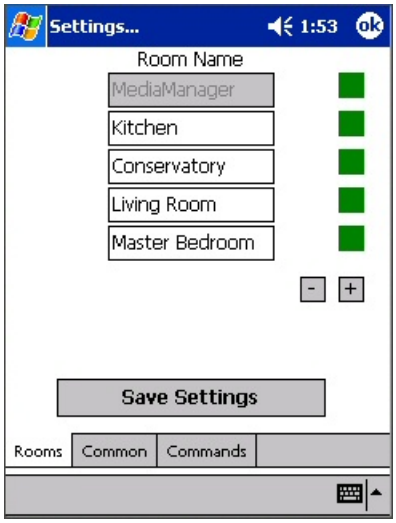

Fig. 20 – Room Tab Page.

Common Tab Page

This screen shows port numbers that the Room Commander uses when talking with the Audio Server.

These values should **NOT** be changed unless advised to by your professional installer or DF Solutions technical support.

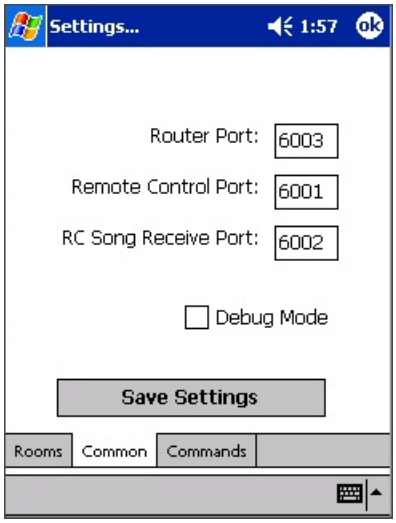

Fig. 21 – Common Tab Page.

Commands Tab Page

This screen allows you to perform 2 important functions:

1. **Update Song Listings**: Sometimes, you might not be able to find albums and music that you know you have put on the Audio Server. This might be because the Room Commander 'missed' the messages coming from the Audio Server informing of the availability of new albums to play.

   If this occurs, click **Update Song Listings**. The Room Commander will request the Audio Server for a new, complete listing of all audio available.

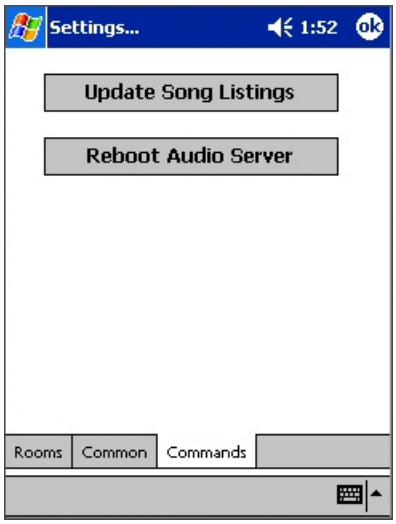

Fig. 22 – Commands Tab Page.

> When you **Update Song Listings** from a desktop computer, this will happen in a split-second. However, mobile devices are slower, and this operation may take a few minutes. Please be patient!

2. **Reboot Audio Server**: If the Audio Server is not responding to user input, and the traffic lights in the Rooms screen have been red for several minutes, you may decide to reset the Audio Server to correct the problem.

> In the event of a problem, before deciding to reset the iDyl, check that there is not a problem with either:
> - The Room Commander
> - The wireless network